

The Venture Bros.

# **A Dream of Doom!**

Game Design Document  
Version 3.0

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## I. Game Overview

This section provides a quick overview of the game.

### A. Executive Summary

A fast-paced and surreally robust adventure game, *Dream of Doom* puts the player in control of Brock Samson as he faces off against level after level of monsters, henchmen, dinosaur cowboys and weaponized polar bears in a race to save Hank and Dean Venture from the depths of the Joy Can and the twisted orphan's soul that powers it. With a variety of attacks ranging from funny to fatal to be used against a barrage of enemies in an interactive environment, *Dream of Doom* offers a unique and dynamic playing experience that players will come back for again and again.

### B. Storyline

Hank and Dean have gotten themselves trapped in their father's demonic Joy Can, and only bodyguard *du jour* Brock Samson has a hope of rescuing them from a sticky end at the hands of their own Ids. It won't be easy though, as Brock must journey through his own subconscious (as well as that of the Monarch and the Venture brothers) made real, battling through the henchmen twisted dreams and desires of each to reach a final showdown with the warped heart and soul of the orphan giving the Joy Can life. Can Brock prevail against the phantasmagoric forces trying to stop him? Will he reach the boys in time? Can Team Venture survive...A DREAM OF DOOM?

## II. Core Gameplay

### A. Main Game View

The game will be presented from a 2.5D perspective similar to that of *Double Dragon*, *Harvey Birdman: Stop That Sandwich*, and *Ben10: Battle Ready*, allowing the player to move vertically, horizontally, and diagonally through the game area while attacking to the left and right. Each level's width and height will be considerably larger than the original viewable region, creating a dynamic environment for the player to explore.

### B. Core Player Activity

The player's primary task is to accomplish the three missions that make up each individual area. Whenever possible, missions will be based on an aspect of the show, creating a sense of familiarity for the player while giving them the chance to relive some of their favorite moments from the cartoon.

## C. Game Controls

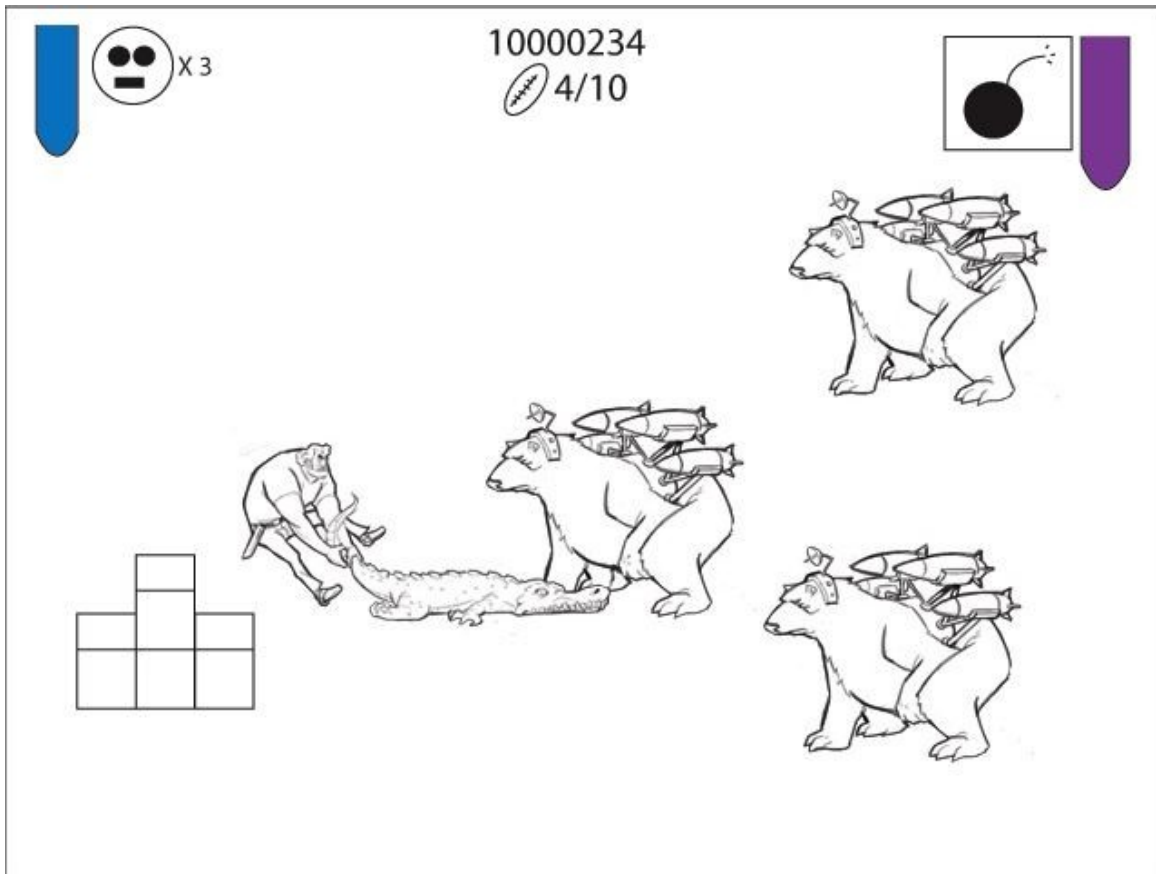
Befitting an adventure game of this type, the keyboard will be the only means of control.

<i>Move up:</i>	Up Arrow
<i>Move down:</i>	Down Arrow
<i>Move left:</i>	Left Arrow
<i>Move right:</i>	Right Arrow
<i>Melee attack:</i>	Space Bar
<i>Special attack:</i>	X

## D. In-game GUI

*Dream of Doom* will utilize a straight forward, at-a-glance H.U.D. to relay pertinent information to the player during the game. The H.U.D. will include Sanity, Lives, Special Attack Slot, a Mission Counter, and the player's Score.

- **Sanity:** A graphical bar displaying the amount of Sanity available to the player. When Brock's Sanity is exhausted from taking damage or through other means, a life is lost and the player begins the level again.
- **Ready Poses:** Brock's ready poses will change as he loses Sanity, shifting from a normal pose to a more frothing and insane one as he takes damage. This will function as a fun and easy to understand indication of how much Sanity the player has left.
- **Lives:** A counter showing the number of lives the player has remaining.
- **Special Attack Slot:** When Brock picks up a new attack, it fills the Special Attack Slot in the H.U.D., replacing the previous attack.
- **Mission Counter:** All missions require an amount of objects to destroy or accumulate. The numerical counter will ensure the player always knows how much farther he or she must go to complete the mission.
- **Points:** A numerical display of the amount of points the player has accumulated.



### III. Contextual Gameplay

#### A. Game Shell Functions

Not applicable.

#### B. Game Flow Diagram

See Appendix A.

#### C. Game Mechanics

##### Accepting Missions

The player starts the game in control of Brock with the freedom to roam through the first level, fighting enemies and exploring the environment at will. At the start of each level, the player will encounter a friendly character that will charge them with completing a mission based around collecting items or defeating a certain type of enemy.

##### Collecting and Using Attacks

Brock begins the game with a standard melee attack with a set range and unlimited number of uses. As the player advances through the

game, they will have the opportunity to find and use up to ten unique special attacks. Attacks are earned in one of two ways: by finding them during the course of a mission, or receiving them from other friendly characters. Each attack comes with a set number of uses after being earned and must be replenished by collecting power-ups along the way.

Brock can only hold one special attack a time. When a new one is picked up, the previous special attack drops to the ground and the new attack takes its place in the Special Attack Slot. Each attack has a different range, damage area, and hit value that can be determined by trying the attack out on the game's multitude of enemies and breakable objects.

## **D. Saving**

The game will auto-save the player's progress upon completion of a mission. If the player exits the game after a mission, their progress will be maintained until they choose to resume play. If a player exits the game in the middle of a mission, that mission's data will be lost.

## **E. Special Features**

Not applicable.

# **IV. Game Elements**

## **A. Characters**

These are the characters the player will control or interact with throughout the game. Each character will appear as they do in the show, with costume details and scale fully represented. For asymmetrical characters, both sides of the character will be animated to properly convey their unique appearance.

### **Playable Character**

Players will control the one and only Brock Samson throughout *Dream of Doom*, using the Swedish killing machine to hack, slash, and bash their way through wave after wave of enemies. Brock will use a variety of special attacks (described below) as he searches for the helpless Hank and Dean.

### **Brock Samson**

Special agent of the OSI and bodyguard to the Venture family, Brock Samson is a hurricane, a one-man weapon of mega-destruction feared throughout the underworld, the over world, and everywhere in between. A man of few words and large muscles, Brock's life is now dedicated to protecting Dr. Venture

and his sons from any threat they may encounter in their strange and wonderful journeys, be it an attack from carnivorous lizard-men or the child's lock on the X1.

**Attack:** Brock's default attack is his trusty Bowie knife.

## **NPCs**

Along the way Brock will encounter dream-versions of several characters from the show. These characters will either help Brock along the way, offering him health, new attacks, or clues to help him complete the mission. NPCs will differentiate from enemy characters by remaining stationary and featuring a speech bubble overhead to draw the player's attention.

### **Dr. Orpheus - weapons**

Dr. Orpheus communicates with Brock from outside the Joy Can's accursed walls by means of his Astral Form, an ethereal projection of his inner self on the material plane.

### **Exotic Island Girl - health**

Find the beautiful and mysteriously exotic Island Girl to quickly refill Brock's sanity and get back in the game.

### **Colonel Hunter Gathers - hints**

When the going gets tough, the tough turn to the second-closest thing to a father they ever had for advice. Seek out the good Colonel for a helpful tip on finding a specific item or secret area.

## **Enemies**

These are the baddies that Brock will do battle with throughout the game. Each villain is worth a certain amount of points and potentially carries Sanity or power ups. There are three classes of enemies.

### **Boss**

The boss will appear at the end of the game as the final challenge between Brock and the boys.

### **Rare Enemies**

Only in the dreams of Brock Samson would facing off against a dinosaur-riding cowboy with a flamethrower be considered a rare treat. While stronger than common enemies, rare enemies only appear at certain moments throughout the game, usually as the focus of a mission or guarding a particularly special attack. While all rare enemies are aggressive in nature, some will only attack when the player is close by, while others are able to detect the player from a great distance. If you thought hordes of henchmen were bad, wait until you're dealing with polar bear-driven motorcycles equipped with rocket launchers,

flying monkey cyborgs with laser eyes, and sword-wielding carnivorous lizard men!

## Common Enemies

These are the brutes the player will encounter throughout the game world, an army of level-specific henchmen, ninjas, frogmen and other cannon fodder from the world of the Venture Bros. Common enemies follow a variety of attack behaviors, with some performing hit-and-runs on the player, others rushing into battle and exploding to cause an extra level of damage, and still others aggressively pursuing the player, attacking until one of them is dead.

## B. Special Attacks

In addition the default melee attack, *Dream of Doom* will offer the player ten unique special attacks that play off the game's dreamy atmosphere while spreading the carnage in a variety of different ways. When used, special attacks appear on the screen in a puff of smoke, taking shape in Brock's hands or beside him as he dreams them up. Special attacks share a set number of uses that can be refilled by collecting Dreamstuff.

- **Spear Throw:** The only thing more deadly than a spear in the hands of Brock Samson? A spear thrown from those same hands, aimed with deadly accuracy at the soft bits of some doomed henchman.
- **Exploding Mummy Head:** The only thing more surprising than Mummy heads? Mummy heads stuffed full of C4. Chuck a few at enemies to blow them into the afterlife.
- **Anchor Toss:** Skip a massive ship's anchor across the screen as you would a stone across a pond, laying waste to everything in your path.
- **Car Throw:** The Dodge Charger is more than a sweet ride – in the right hands, it's a deadly weapon. Use it to smash mobs of enemies at a time.
- **Human Shield:** While fairly useless in life, a recently dispatched henchman can make for a pretty handy shield. Summon up the remains of one to take a few hits for the team.
- **Dr. Venture's Ooo Ray:** Melt a hole through the opposition with Dr. Venture's Ooo Ray.
- **Crocodile Swing:** Keep enemies at bay by swinging a ferocious crocodile around you, beating senseless anything in the reptile's path.



- **Race Bannon Barrage:** Even the best agents need back up from time to time. Summon Race Bannon to perform a devastating series of kung-fu moves across the screen, decimating any foes in his path.
- **Dr. Orpheus' Lightning of Latoom:** Use Dr. Orpheus' lightning blasts to clear out a roomful of enemies.
- **H.E.L.P.eR. Missile:** A weaponized H.E.L.P.eR. streaks onto the screen, exploding with the power of a megaton bomb.

## B. Level/Mission/Area Designs

The game takes place in Dr. Venture's Joy can, with each of the three levels set in a different and unique dream-like environment. Each level is made up of three missions that must be completed before the player is able to progress through the game. When a level is beaten it becomes unlocked, allowing the player to come back and try it again via an external game map after picking up new attacks in later levels, further increasing re-playability.

### Level 1 - A Walk in the Clouds

Brock finds himself in a world of fluffy green clouds populated with football goal posts and scenes of destruction straight from the battlefields of his dreams. Face off against weaponized polar bears and winged cyborg monkeys alike as you fight your way through your very mind.

- **Mission 1:** Molotov Cocktease has held out for years, but the Cold War is finally over. Kill and maim your way through the dream world to collect the keys needed to unlock her chastity belt.
- **Mission 2:** Race Bannon, agent extraordinaire and your ever-dependable partner, has been ripped apart by a roving band of flying cyborg monkeys. Hunt down the plumed primates and make them pay.
- **Mission 3:** What would a dreamy reminiscence about college and carnage be without some time spent rescuing your old trophies from armed and dangerous arctic mammals? Take on a pack of weaponized polar bears to rescue the cheerleaders of your past from an unfulfilling life spent with a lesser man.

### Level 2 - The Mental Machinations of the Monarch!

Leaving the depths of his own dreams behind, Brock moves on to the next barrier between him and the boys - the subconscious mire of the Monarch given form as a bizarre mash up of his own cocoon base and

the Venture Compound. Following advice offered up at knifepoint by Henchmen #21 and #24, Brock must destroy the Monarch's mental barriers by hitting him where it hurts most... the heart.

- **Mission 1:** Before you can reach the Monarch, he'll have to dispatch of Henchmen #21 and #24's pet project - hideous mutants combining the killer instincts of Lizzie Borden with the survival skills of Anne Frank. Defeat these perfect warriors and their squads of roving Super Ninja (made up of two Ninja taped together to form one giant Ninja) and henchmen to reach the inner sanctum of the tyrannical butterfly.
- **Mission 2:** To truly bring the Monarch to his knees, you must collect the memories of his greatest failure: the loss of Dr. Girlfriend. Collect his precious memories of their time together in the form of lipstick-stained portraits, taking care to mutilate the ferocious monarch butterflies and henchmen guarding them.
- **Mission 3:** If the Monarch has a weakness - and he does - it's in the nostalgic memories of his foster butterfly parents. Which means that killing the giant butterflies roaming his dreams is more than just fun: it's a priority. Clip the wings from Monarch's fond remembrances, disposing of any henchmen or dinosaur-riding cowboys along the way.

### Level 3 - Fun With Hank and Dean

After more chaos and violence than you can shake a sticky Bowie knife at, Brock at long last has reached the lair of the beast - an idyllic storybook world made of leafy glades and the sort of pulp adventure settings every kids dreams to explore with his famous scientist father. But all is far from perfect, as the twisted soul of the Orphan has taken the form of the boys' ideal version of their dad, preying on their dreams of fatherly acceptance to power his evil whims. Before he can rescue the boys, Brock will have to tear down their dreams of happy family-dom, taking cues from the real Dr. Venture on how best to shatter his happy-go-lucky (but totally evil) counterpart's illusion of a loving sitcom-y father.

- **Mission 1:** You don't get Hank and Dean's idyllic world without some kick-ass action figures preaching heavy-handed and religion-laden morals. So it should come as no surprise that the first step to tearing down such a place is dealing with these guys first. Hack and slash your way through the plastic soldier population, not stopping till the last platitude about honesty has been silenced forever.
- **Mission 2:** All good fathers take their sons fishing, and the wickedly kind version of Dr. Venture is no different. It just so happens though that in this dream, the fish is a monstrous sea

creature. Beat back the third-rate Cthulhu tentacle by tentacle, dodging blows while avoiding the pack of skinless Skamps nipping at your heels, upper thighs, and anything else they can get their teeth on.

- **Mission 3:** Before you can face off against the Orphan's true self and free the boys, you must destroy his ingenious charade by finding and killing each of the illusional Dr. Ventures. Stripping away layer by layer the boy's dream of finding a loving parent figure at long last won't be easy though, as enemies from each of the previous levels are back with a vengeance and more than a few scores to settle.

## C. Objects

The player can find objects scattered throughout the game world and will occasionally gain them by defeating enemies.

- **Sanity Points:** Stave off the howling cries of madness by collecting Sanity Points that refill your Sanity Meter by a partial amount.
- **Dreamstuff:** Refill your ability to use special attacks by collecting Dreamstuff.
- **Extra Lives:** Collect extra lives to increase your staying power in the dream world.

## D. Cut Scenes

Not applicable.

## E. Other elements

Not applicable.

# V. Sound

## A. Music

Music will be present throughout the game and will include the following pieces:

- Opening Theme
- Level-specific BGM
- Level Complete
- Game Over
- Ending

The music will be consistent in sound design with that of the series.

## **B. Sound Effects**

Whenever possible, each action will feature sound effects that are consistent with those in the cartoon.

## **C. Voice-over**

We aim to utilize voice-over for situations involving NPC interaction, call-in characters, and the boss battle. Characters with voice-over are:

- Brock Samson (if possible)
- Dr. Venture
- Hank Venture
- Dean Venture
- Molotov Cocktease
- Dr. Orpheus
- The Monarch

## **VI. Cheats**

The following cheats will be integrated into the game:

- Level skips
- Invincibility
- Maximum Health
- Unlimited Ammo
- Maximum Ammo
- Unlock all attacks

## APPENDIX A: Gameflow Diagram (sample)

